Mock Test COMP319 Please note the actual test has **20 questions**

Q1) An organisation delivers an average value of EQF of 15 and an average bias values of 0.0001, using the Chaos criteria for project success, what would be the most likely success rate of this organisation?

1. 1%
2. 15%
3. **50% // If the organisation underestimate the same as overestimate, 50% of the time the project will overrun (approx)**
4. 85%
5. 99%

Q2 A project takes 10 weeks to complete, the estimates for the project are 4,4,4,12 and 12

What are the EQF and bias values for this project?

1. 2.27 and -0.28%
2. 0.45 and -28%
3. 0.45 and +28%
4. **2.27 and -28% // Correct**
5. 2.27 and +28%

Q3 Which of the following were cited in the “Rise and Fall of the Chaos Report Figures” as

reasons to doubt the problem with the original Chaos report?

1. **It didn’t publish its raw data**
2. It was mathematically inaccurate
3. It was too small a sample
4. **Its criteria of project outcome was incomplete**
5. It was only based on American organisations and therefore didn’t reflect a global experience

Q4 Which of the following is/are true about Poker Planning?

1. **It uses group intelligence to help produce the estimate**
2. All participants have to justify their estimates
3. **It has been found to reduce anchoring**
4. It uses a mathematical modelling approach
5. Randomisation is used to cancel out errors

Q5 Which of the following are suggested by Fred Brooks in his paper “No Silver Bullets”

1. **Better HLL languages**
2. Agile development
3. Test driven development
4. **Graphical programming**
5. **Program verification**

Q6 Look at the following snippet of HTML, Javascript code? Which part of the MVC architecture is shown?

<div onclick="submitForm1()" >Submit Form></div>

1. Model only
2. View only
3. Controller only
4. **View and Controller only**
5. Model, View and Controller

Q7 A class is to be written which confirms with the open/closed principle

Which of the following would be the correct approach?

1. Make the class final
2. **Make the public method of the class final and the other methods non-final**
3. Use package private for all attributes and methods for the class
4. Make all methods of the class final
5. Make it an abstract class

Q8 Look at the following definition of a class.

**package providers;**

**public** **abstract** **class** BaseClassPaymentProvider {

**abstract** **boolean** onMakePayment(String cardNo);

**public** **final** **boolean** makePayment(String cardNo) {

**return**(onMakePayment(cardNo));

}

}

Which of the following statement(s) is/are true?

1. **This class follows the open/closed principle**
2. The method onMakePayment can be overridden by any class that sub-classes this class // Not true, classes in other package cannot do this
3. This class can be instantiated // false it is an abstract class
4. This class could be used as the interface to a Façade design pattern

// It cannot be used as it cannot be instantiated

1. This class should be final // Doesn’t make sense, final abstract class no use

Q9 Which of the following best describes the Memento pattern?

1. It is used to allow a class to revert its code to a previous version
2. **Used to store and restore the internal state of a class, encapsulated so other classes cannot examine its contents This is the best description**
3. Is an architectural pattern
4. Is a creational pattern
5. A class inherits from the Memento class to allow it to save and restore its internal state

Q10 Which of the following method definitions would be most suitable for an over-ridable method which only needs access within the same package

1. final protected void myMethod()
2. protected void myMethod()
3. **void myMethod() // Override within this package (but not outside)**
4. package void myMethod()
5. public myMethod()